

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS		OPENING LEADS STYLE				
<i>First level</i> (7)8-16(17)HCP 5+cards or good 4 cards			LEAD	In Partner's suit		
<i>new suit RESP</i> NF		SUIT	2nd/4th best	same		
<i>SINGLE AND JUMP RAISES</i> - PRE		NT	2nd/4th best	same		
<i>CUE</i> - F1 usually 3 fit, 2NT usually 4+ fit over Major overcall		SUBSEQ	same original count	same		
<i>2nd Level</i> (9)10+HCP 5+ cards		OTHERS				
<i>in balancing pos:</i> nat 5(4)+ cards 8-15 hcp, 2NT 18-20 hcp						
1NT OVERCALL		LEADS			GENERAL APPROACH AND STYLE	
<i>2nd:</i> 15-18 balanced or semi bal, rarely singleton Honour		Lead	VS. SUIT	VS. NT		
<i>4th Live</i> :1m/He -P-1x-1Nt= t/o unbid suits; if 1Di precision 1NT=nat		ACE	Ax(+),Akx+	AKx+,		
<i>4th balancing:</i> 11-15 HCP BAL		KING	AK,KQx(+),Kx,	three honours (inblock or count)		
		QUEEN	QVx(+),Qx	the same & KQ10x(+)		
		JACK	V10x,Vx, HJ10(x)+	the same		
		10	H109x(+),109(x)+10x	the same		
		9	H9x, H98x(+)	the same		
		Hi (x)	xSx	xSx		
		Lo (x)	xS, xxxS, xxxSx+	xS, xxxS, xxxSx+		
JUMP OVERCALLS		SIGNALS IN ORDER OF PRIORITY				
<i>1 level jump:</i> PRE, <i>2 level jump</i> : PRE			Partners Lead	Declarer's Lead	Discarding	
<i>jump 2NT</i> : 5+5+ lowest unbid weak or strong (not intermediate)		Suit: 1st	HI=ODD	the same	the same	
<i>Reopen:</i> 2/3 lvl jump: constructive 6+cards, ; 2nt=18-20 bal		2nd	S/P	the same	the same	
<i>DIRECT and JUMP CUE BIDS</i>		3th	HI=DISC	the same	the same	
<i>CUE:</i> 5+5+ highest + other weak or strong (not intermediate)		NT: 1st	HI=ODD	the same	the same	
<i>JUMP CUE:</i> ask for stopper with solid suit		2nd	S/P	the same	the same	
<i>REOPEN:</i> 1)CUE=strong non balanced		3th	HI=DISC	the same	the same	
2)JUMP CUE= Ask for STO		Signals(Including trumps):				
VS.NT		DOUBLES				
<i>Vs weak NT:</i> DBL:points;2Cl=Majors, 2Di=1M, 2M=5+M4+m		TAKE OUT DOUBLES				
<i>Vs strong NT:</i> DBL= 5+m4M others same		1)offshape OK 10+HCP.				
<i>REOPEN:</i> the same		2)Most low level Dbls - T/O or OPT, not PEN				
VS. PREEMPTS						
<i>Vs 3CI/DI</i> -DBL:T/O; 4Cl:5+5+Majors; 4Di:5+other minor/5+Major						
<i>Vs 3M</i> -DBL:T/O;4m=nat + 5other M						
VS. ARTIFICIAL STRONG OPENING		SPECIAL ARTIFICIAL DOUBLES/REDOUBLES				
<i>Vs 1CI</i> -dbl=D or H&S;1D=H or S&C;...1Sp=C&H or D&S, up to 2NT,3C= 6+M5+M, 3D..NAT		Over opponents' Rdb - FREE PASS				
1Cl-Pass-1Di -DBL:He or Sp&Cl; 1He: Sp or Cl&Di.. Same as above		Support Dbl/RDbI , SOS RDbI				
<i>Vs 2CI/Di</i> -DBL : same as above		Lead-directing Doubles				
OVER OPPONENTS TAKE OUT DOUBLE		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
<i>at 1st level - RDBL</i> business usually penalty over 2 suits		LEB and TRF in many situations.				
		PSICHICS: rarely				
		Non convention leads and signals;				

OPENING	ART	min	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND/INTERVENTION
1CL	No	3	7He	11-22 HCP 3+CL	2CL =INV+raise no 4M, 3CL =less INV, 2Di =5+Sp4+He less INV, 2He =5Sp4+He INV, 2Sp =6+Sp4He INV, 3Di/He/Sp = 4-7p min KJ10xxxx	1CI-2CI-? Stoppers or splinter jumps	1CI- (1NT) -? 2CI=MM, 2Di...=TRF
1Di	yes	3	7He	11-22 HCP 4+Di (3Di if 4432CI)	2Di =INV+raise no 4M, 3Di =less INV, 2He =5+Sp4+He less INV, 2Sp =6+Sp4He INV, 3CI =6+cards less INV, 3He/Sp = 4-7p min	same	same
1He	No	5	7Di	11-22 HCP 5+He (could be 4 cards in 3rd/4th pos)	1NT =NF; 2NT = 3+fit INV; 2Sp, 3CI, 3Di = INV w/o fit 6+cards 10-12; 3He = 4+fit weak; 3Sp,4CI,4Di = Sp/Di/CI SPL	1He -1NT - 2CI = Gazzilli Modief. 1He - 1NT - 2CI - 2Di(8-11 any) 2Sp(any short, 6-7He) - 2NT(relay-ask) 3any(natural short 0-1); 1He - 1Nt - 2CI - 2Di - 2NT 6322 or 7222; 1He-1NT-2CI-2Di-3minor 54xxxx	2CI = Drury 3/4+ fit; 2NT =minors max pass, 3m = natural max pass; 1M- (1NT) -? 2CI =Other M + tolerance, 2Di =constr raise, 2NT = 4+ fit constr
1Sp	No	5	7Di	11-22 HCP 5+Sp (could be 4 cards in 3rd/4th pos)	1NT =NF; 2NT = 3+fit INV; 3CI, 3Di,3He = INV w/o fit 6+cards 10-12; 3Sp = 4+fit weak; 4CI,4Di,4He = CI/ Di/He 10-12HCP SPL	1Sp - 1NT - 2CI = Gazzilli Modief. 1Sp-1Nt-2CI - 2Di(8-11 any) - 2He(any short, 6 or 7 Sp) - 2NT(relay-ask) - 3any(natural short 0-1); 1Sp - 1Nt - 2CI - 2Di - 2NT 6322 or 7222; 1Sp-1NT-2CI-2Di-3minor 54xxxx	
1Nt	No		7He	15(14)-17 HCP balanced, semi balanced, may have 5M, 6m, 54, rarely singleton honour	2CI =Stayman relay; 2Di/He/Sp/Nt =TRF He/Sp/CI/Di; 3CI =5+5+ mm NF; 3Di =5+5+MM FG; 3M =SPL 5+4+mm; 4CI =multi 6+ He/Sp FG no singleton; 4Di/He = TRF	1Nt - 2CI - ? : 2Di =no 4M (Smolen rebids); 2He =4He may 4Sp; 2Sp =4Sp no 4He; 1Nt-2Di/He-? : new suit= doubleton, 4+fit & max; 2Nt = 4fit333 max; 3M =4+ fit min; 1Nt-2Sp/Nt-? Under suit = fit Kxx+ & max; 1NT-2Di-2He-2Sp = INV 54MM any, 1NT-2He-2Sp-3He = ING 5+5+MM	1Nt-(DBL)-? Pass = neutral or pup to Rdbl; RDBL =pup to 2CI others sys on; 1Nt-(2x nat) - ? DBL =t/o, 2x =nat NF, 2NT =Lebs, 3x =TRF inv+; 1NT-(2x= art)-? DBL =penalty oriented for real suit, others same as above;
2CI	yes	0	7He	FG or 23+HCP bal	2Di = weak or waiting; 2He =4 Sp, 2Sp =4He, 2NT = 44MM, 3CI =55mm, 3Di =5He, 3He =5Sp		
2Di	yes	0	no	5(6)Sp4+He, 3-11p or 16-20	pass, 3CI = nat NF 2NT = relay INV+	2Di-2NT : 3CI =max (relay 3Di : 3He =54, 3Sp =55, 3NT =64), 3Di =min 55, 3He =min 5+4, 3Sp =56, 3NT =65	
2M	No	(5)6	no	(5)6+M, 3-11p	RONF, 2NT = relay INV+	2M-2NT : 3CI =max (relay 3Di : 3He =5 cards, 3Sp =6+singl, 3NT =6 no singl), 3Di =min 5 cards, 3M =min 6 cards. 3other M=max 5-5 good suits	
2Nt	No			20-22 HCP bal, may have 5M, 6m, 54, rarely singleton	3CI = pup STAY; 3Di/M/4CI =TRF; 4Di =5+5+MM weak or slam interest, 4M =SPL 5+4+mm;	2NT-3CI : 3Di =4M, 3He/Sp =5M, 3NT =no 4/5M; 2NT-3NT = 5Sp+4He	
3x	No	6	no	Random PRE, 6+ cards	"FIT"-FREE ; 3Nt/4M =to play; new suit=Nat F1	HIGH LEVEL BIDDING :1) CUE-style: 1st&2nd controls mixed. 2) SPLINTERS, AUTOSPLINTERS, (RKCB 1403), 3) 5NT GST 4) PASS Forcing 5) LIGHTNER DBL -requires a non-standard lead	
3NT	Yes	7	no	GAMBLING AKQxxxx+ in any suit may have outside stoppers (not A or K)	4/5CI =p/c; 4Di =Ask for SGL; 4M = to play; 4Nt =relay for 8th card		
4m	Yes	7(6)	no	Random PRE, 7+ cards			
4M	No			Random PRE, 7+ cards			
4Nt	Yes	5	no	two minors 65			